

WEIHAO NYHOLM-ANDERSEN

SOFTWARE & GAMES DEVELOPER



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- Copenhagen, Denmark
- [My Portfolio](#)
- [My LinkedIn](#)

PROFILE

I am a Master's student in Games Technology at the IT University of Copenhagen, with a Bachelor's degree in Software Development from the same institution. I am dedicated to learning and adopting new technologies, continuously enhancing my skills with a proactive focus on advancing in software development and game technology.

SKILLS

HARD SKILLS

- Five years of active experience with diverse programming languages: *C#, Python, SQL, Java, HTML & CSS, F#, C, C++, Golang, TypeScript, and React.*
- Currently expanding knowledge in Unity (C#) and C++.
- Proficient in software design and game development.

SOFT SKILLS

- Problem-solving proficiency
- Strong organizational skills
- Effective communicator

EDUCATION

MASTERS IN GAMES

IT-University of Copenhagen

2024 - 2026

BACHELOR IN SOFTWARE DEV.

IT-University of Copenhagen

2021 - 2024

HIGH SCHOOL

HTX Roskilde

2018 - 2021

EXPERIENCE

ACADEMIC

- As part of 1st year project we *created a Map of Denmark with navigation system and search engine.*
- As part of my 2nd year project we learned and worked in a **Scrum environment** and understanding the **essence of a team.**
- For my Bachelor project I researched about **implementation of XAI** and **various AI algorithms.**

WORK

- I worked as a **Student Mentor** for 1,5 years where my job was to help my mentee to organise their study work.
- For 1 semester I worked as a **Teaching Assistant** in Introduction to Database Systems.

VOLUNTEER WORK

CHAIRPERSON & VOLUNTEER - ITU LAN

Chairperson: 2022 - Present | Volunteer: 2021 - Present

- Responsible** for hosting LAN event twice each year where we host LAN events on campus such as tournaments.
- Manage** members of ITU LAN (30+ active members).

ABOUT MYSELF

- Adaptable and collaborative**, thriving in team-oriented environments.
- Enthusiastic about learning and growing** within a professional setting.
- Open to challenges and quick to adapt** to new opportunities.
- Skilled at simplifying concepts and explaining ideas**, with a passion for mentoring and teaching others.
- Creative thinker** with experience in design and drawing, bringing originality to projects.